The concept behind the typeface was to create a fragmented typeface in disarray, but still have letters clearly recognizable. It is designed as a display font, but the idea could work as a text font if the shapes were adjusted properly. I went with a broken-up approach with misaligned components to convey the image of shattered ice or glass. Each piece of the letters are also different colors to represent different amounts of light. The sides of the triangles and their relation to one other are varied﻿﻿ to support the idea of uneven broken shards, but still have the five-piece structure.